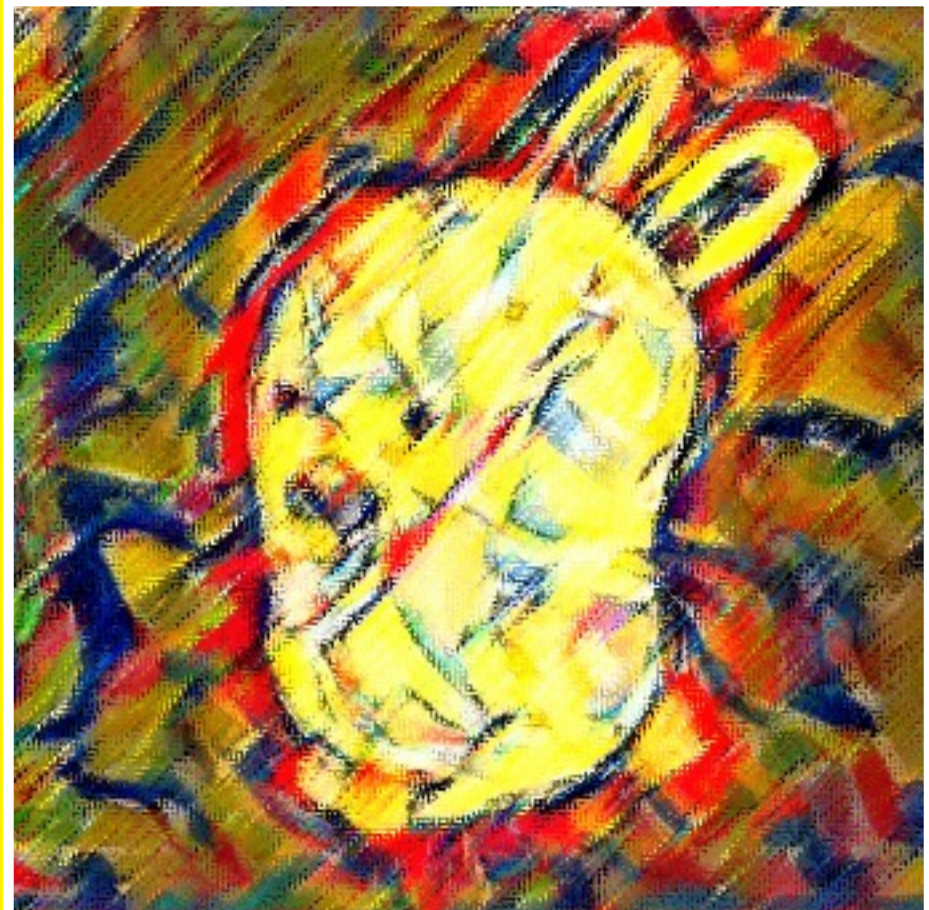


AMERIKA ART.

2022 IMMERSIONSKUNST IMMERSIVIA



GLENDIA from PLAN 9 from Outer
Space, painted by AI
inspired by Bell Labs.

AMERIKA.WORLD THE AFTERLIFE

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DRAFT-06.3

"I met the Gods of SIMULACRON 3

4,000 years ago. Now they are back." - Wahtye, 2021



anika schuh

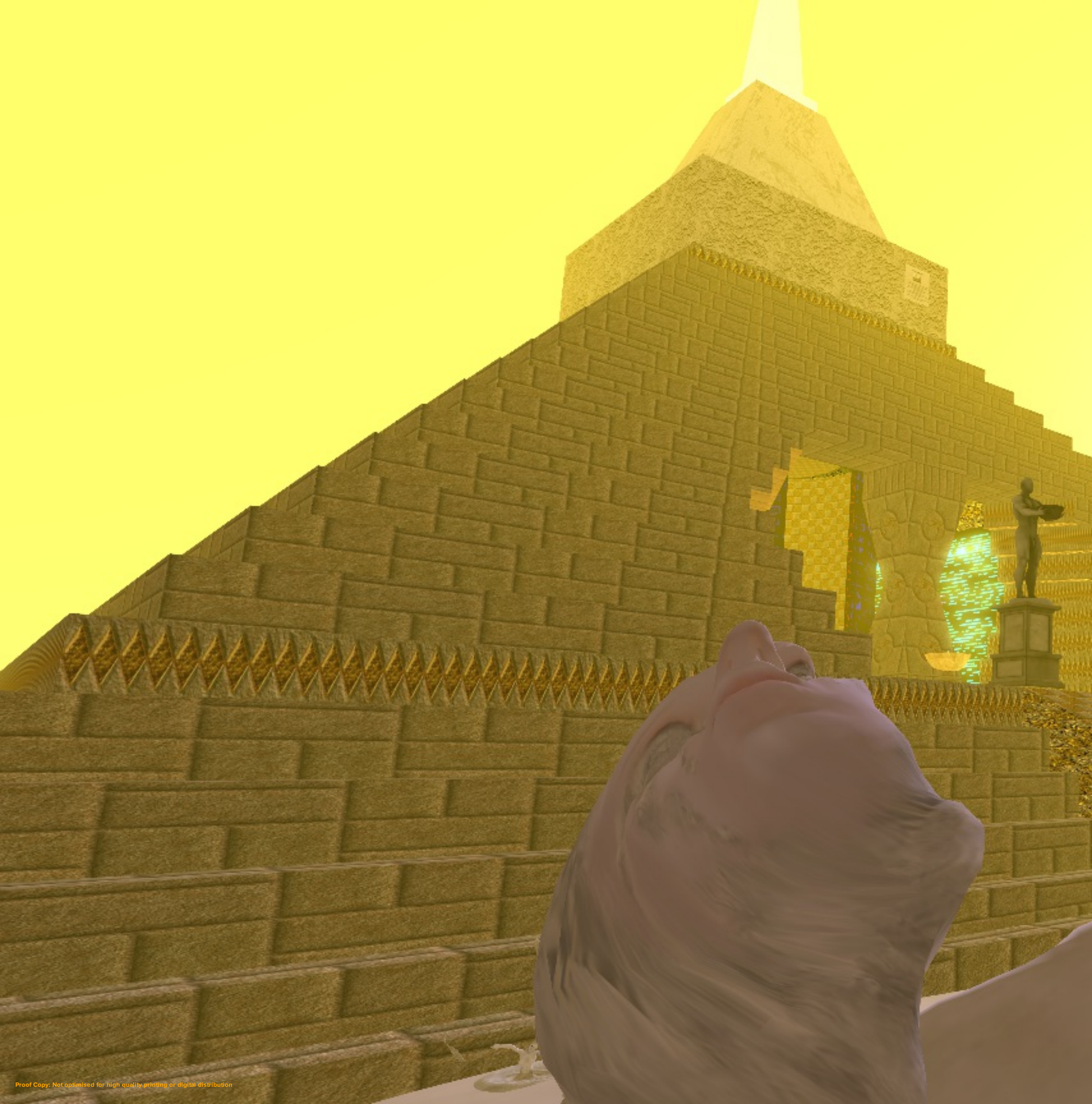
Sponsor of the SERGIUS BOTH
Penig Kellberberge cave walk
Amerika 2022.

*"Wahtye, Purified Priest to the King,
Overseer of the Divine Estate, overseer of
the Sacred Boat, Revered with the great
God, Wahtye."*

Inscription of the tomb, 2,400 BC
Saqqara Necropolis, Egypt



<https://youtu.be/Jzaslw2MdrM>



**"Walk into the chambers of
Gem where old souls attach to
a new body" - Gilgul**





SPONSORS & SUPPORTERS

ARTISTS PAGES



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BRYN OH, CANADA - XX

CHERRY MANGA, FRANCE - XX

GEM PREIZ, FRANCE - XX

& DELAIN CANUCCI, NETHERLANDS - XX

GLYPH GRAVES, AUSTRALIA - XX

ILYRA CHARDIN, USA - XX

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MOLLY BLOOM, USA - XX

RAGE DARKSTONE, CANADA - XX

SH TUTTI, IRELAND - XX

TERRA MERHYEM, FRANCE - XX

THOTH JANTZEN, USA - XX

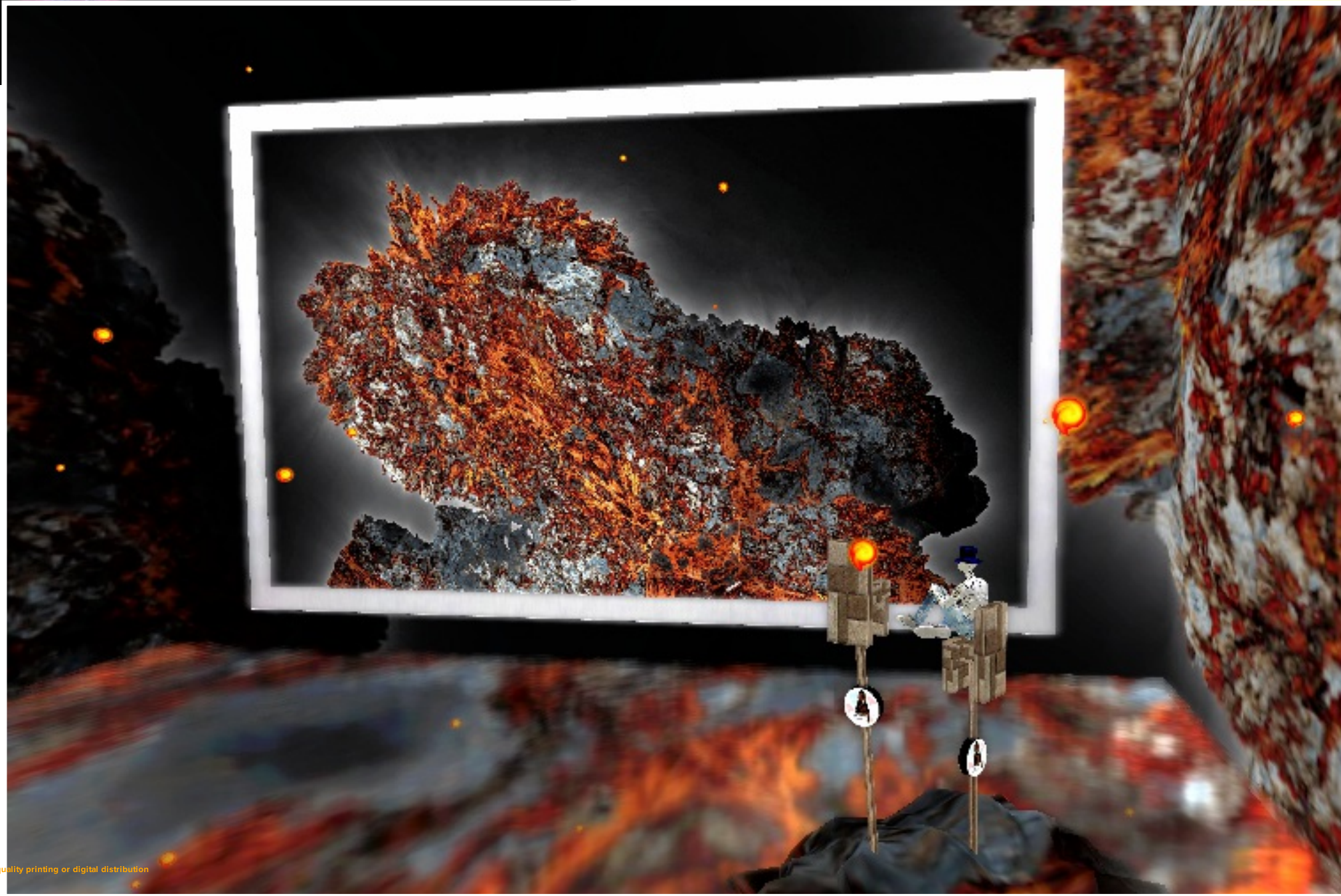
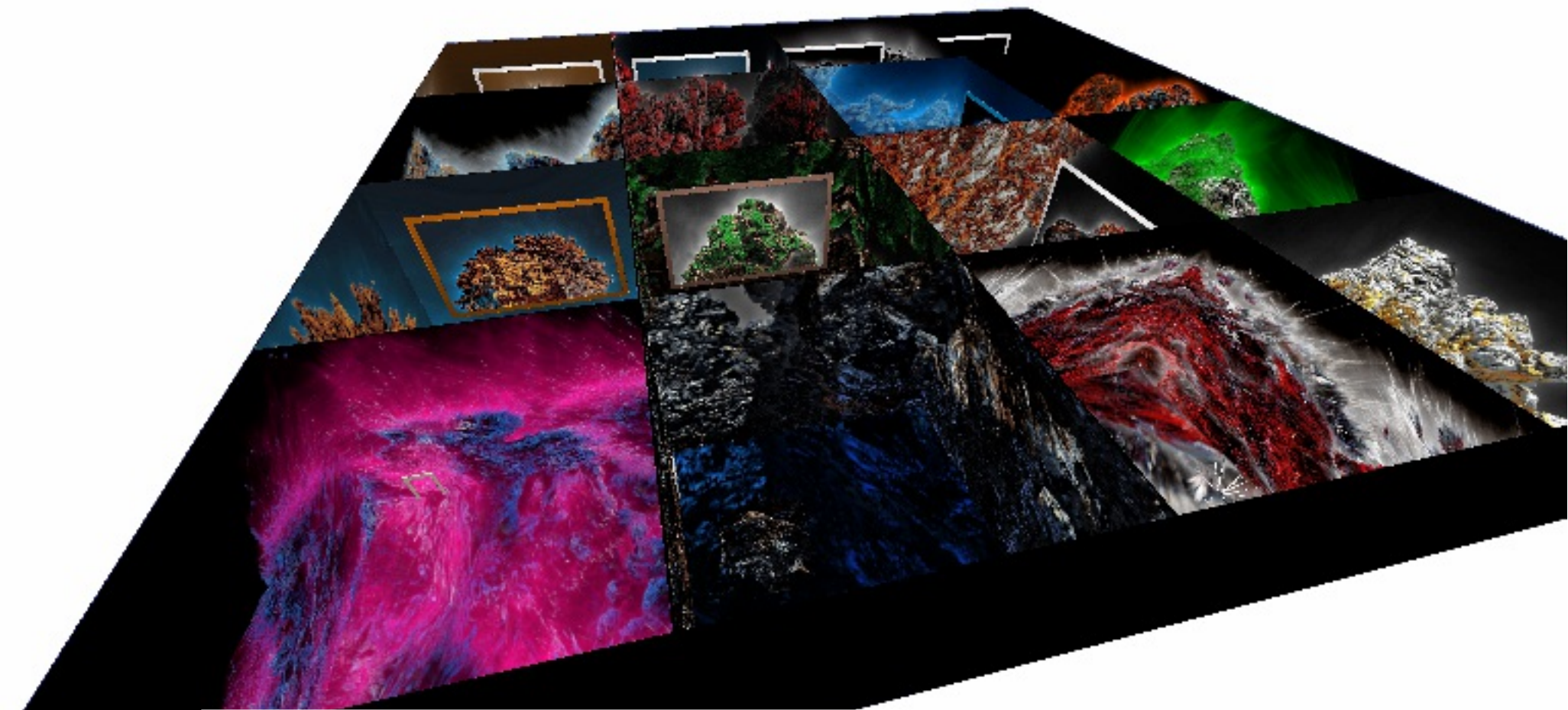
& JO ELLESMERE, USA - XX

UAN CERIAPTRIX, MEXICO - XX

VENUS ADORED, NETHERLANDS - XX

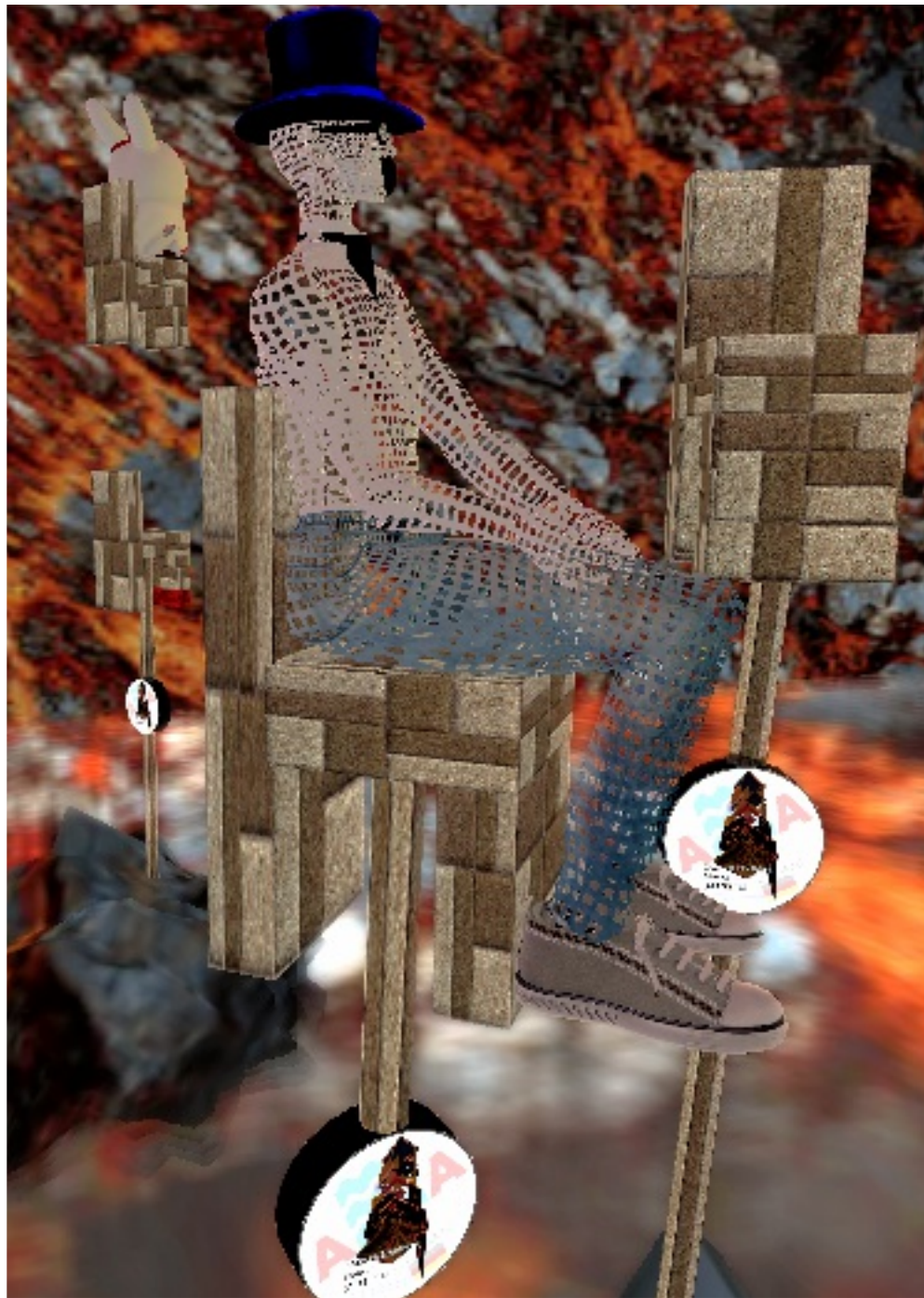
ZACK HERRMANN, FRANCE - XX

WIZARDOZ CROME, ITALY - XX



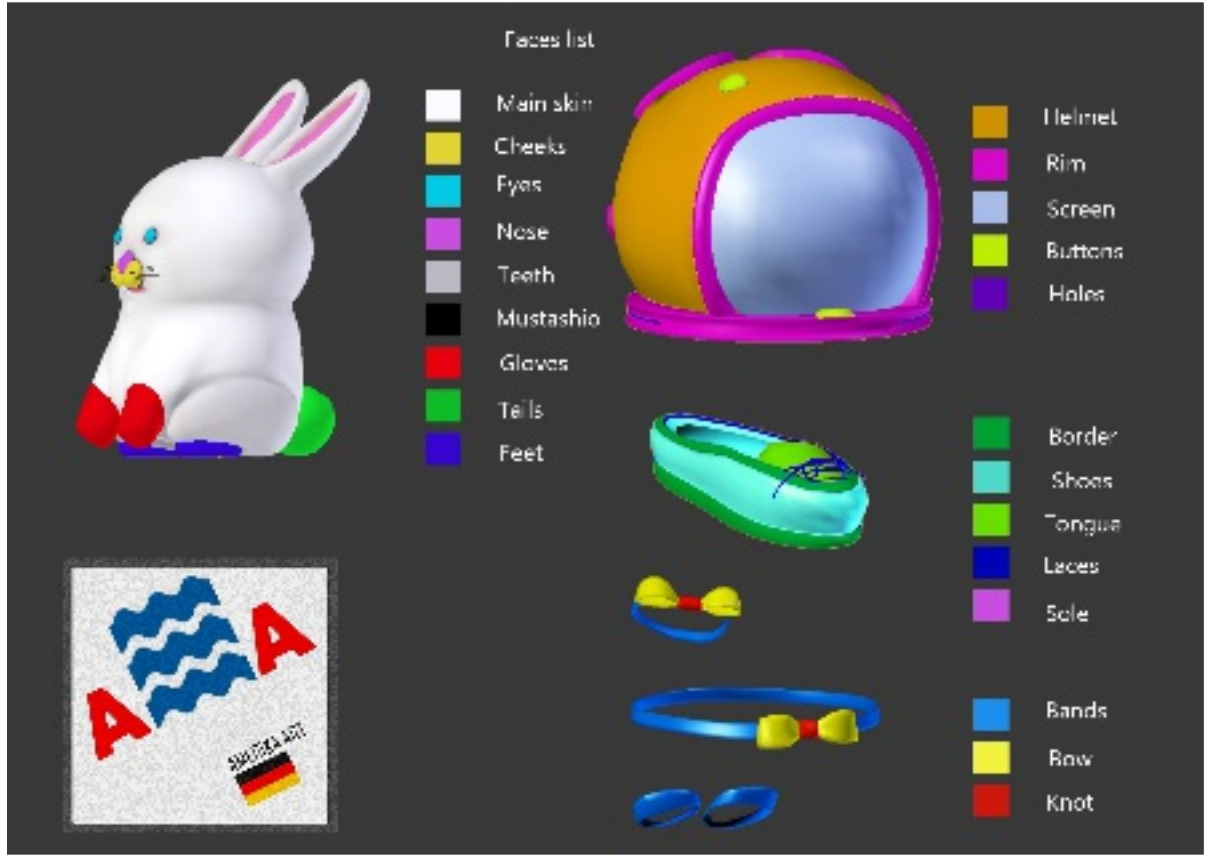
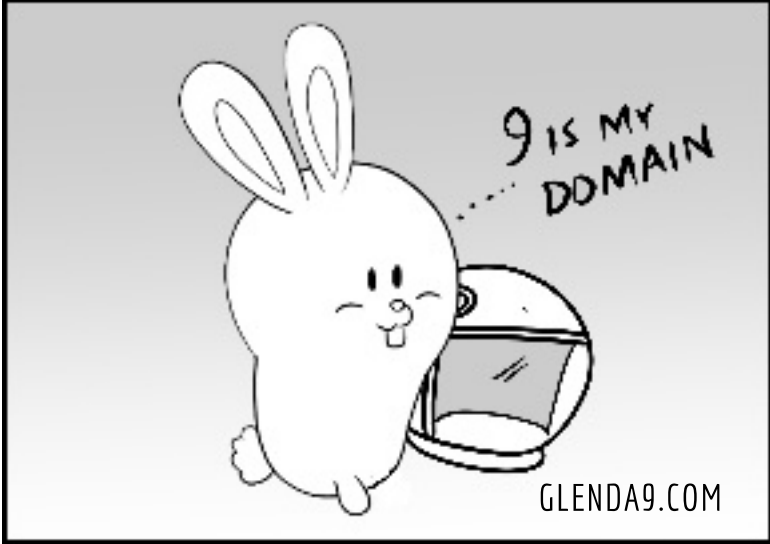
16 ROOMS

GEM PREIZ CREATED 16
CHAMBERS WHERE YOUR JOURNEY
TO THE AFTERLIFE BEGINS.
DECIDE FOR YOURSELF.
A CHAIR WILL DO THE PASSAGE.



Sample chair to Zack Herrmann's
Afterlife installation

AVATAR -- The default avatar for Amerika Art is
Glenda9. When you are born you can be
Glenda9 for a moment or as long as you like.



Courses and a **training** package are provided.

catalogue design by artwarhol



Sketch by Renée French

Plan 9 from Bell Labs

The name Plan 9 from Bell Labs is a reference to the Ed Wood 1959 cult science fiction Z-movie Plan 9 from Outer Space.

"Glenda9 will open AMERIKA ART 2022. She is the bunny, she is the official mascot. Glenda9 is being presented to the world by the co-curator of the art show, Juliette Surreal-D. Glenda9 will have her voice and will open the alternate Ed Wood's film festival. Worldwide." – rez Magazine, May 2021

How

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mankind. Ar

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See you ther
Art Linden

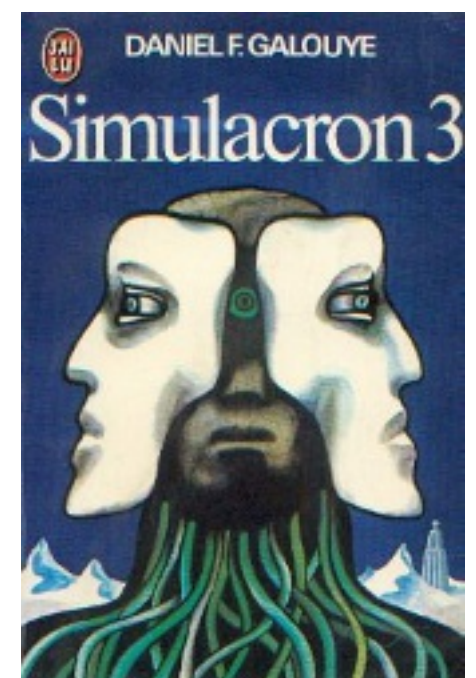
worlds are being created

n of creation is in fact a question of how to enter. When you are in the world, when you entered successfully then your life
s. You begin to understand “The Code.” LOL is such a code. But does it mean League Of Legends or Laughing Out Loud?
uch a code. Does it mean God or Money? For the ones knowing, it might create a big smile reading a line in my story
FAILED, which I published as Art Linden in *rez Magazine* in June 2021, where I play with the words Linden and Lindens.
an avatar who can enter God mode and Lindens is the virtual money, the paypal inside the world of Second Life. In
or the money is Gloebit or Podex, but usually when you are in an opensimulator world the money module is not installed.
Art you can’t buy anything, the art installations are not set on sale, instead they become part of the cultural heritage of
amerika Art is all a Coded World. Even being a man or a woman is a code.

n, “How would you like to be acknowledged?” does not need to be an issue in a virtual world. In **Simulacron3** when
your avatar you can become Ed Wood, who is both male and female, or become Glenda9, who is neither male or female, but
accessories you wear to represent your chosen gender. Simulacron3 sticks to the term Ident-Units. Can you believe that
t was introduced in 1964 by Daniel F. Galouye, which Rainer Werner Fassbinder made into a movie in 1973, called **Welt
t** [World on Wire]?

ka Art the Simulacron3 way. Be a Linden instead of a Resident and hyperjump to Amerika.
e address is **craft-world.org:8002 Amerika Event** -- if you visit Amerika Art via Hypergrid.

re.



Cover by Jan Lenica
French edition 1977

CONTENT

How to explain the world? A MACHINIMA by WizardOz Chrome

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WE ARE GOING TO AMERIKA

Mostly harmless by TT

THE **MASKITT** AWARD

Welcome to Amerika. Greetings by the mayor of Penig.

THE CONTRIBUTORS AND THEIR THEMES

SERGIUS BOTH AWARD gifted by Herbert W. Franke

XX THE INSTALLATIONS

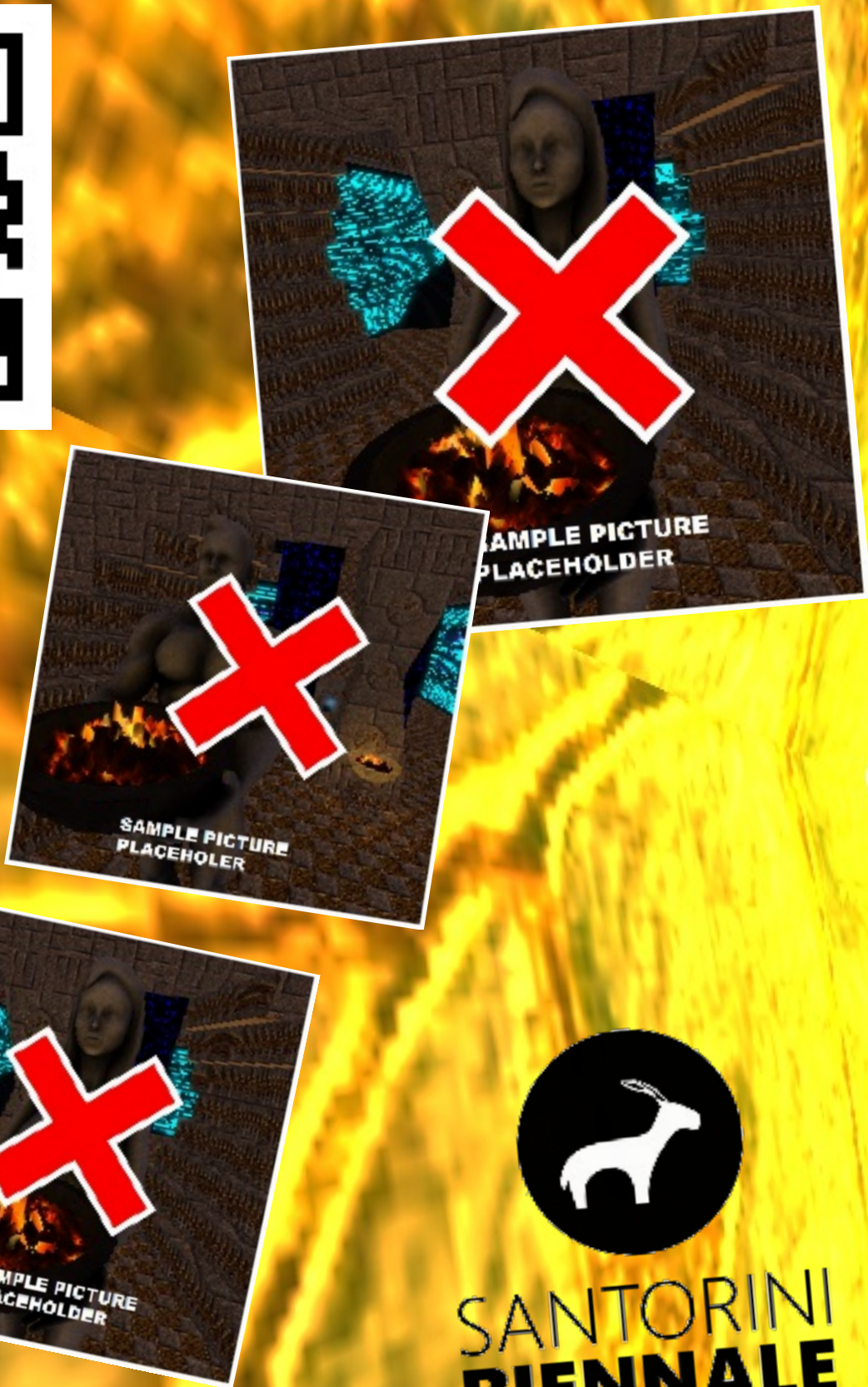
XX THE PENIGER KELLERBERGE CAVE WALK AND THE WALK TO AMERIKA

IMPRINT

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<https://2022.amerika.world>



HOW TO EXPLAIN T

How can you explain to a person who has never lived in a virtual world that you need a bucket of water regularly to get rid of the heat? They say your living room is too hot. You can't live in water. You can't live in water. Virtual life is real.

But what if you don't have a bucket of water right now to create an avatar?

Maybe you don't want to create an avatar. WIZARDOZ CHROME creates a virtual dimension. The German team created the BIENNALE held in 2016, the

Mach

THE WORLD?

fish that there is a working life outside the water? Some might grab it after a while, some never will. Some fish jump out of parasites. No need to tell them there is another reality. They may swim in an aquarium and watch TV with you. Do is just a simulation? A turtle does not need an explanation that there are different worlds working hand-in-hand, but you, you are earth-bound. That's why we need artists not just to dip you into water, but to dive for you and show you that

the time? You managed to use your smartphone but can you overcome a new frontier? It might be too much to ask you star so you can immerse yourself into a digital world. Maybe you don't see the benefit, or the new dimension.

open a door to the Afterlife? But maybe you are curious, otherwise why would you be here now?

ed a video, we call a Machinima, which is a door into immersive art where you will be introduced into this other

term is **IMMERSIONSKUNST**. There is no English word that comes close to it. At the 3rd edition of the SANTORINI

the term **IMMERSIVIA** was introduced as a suitable expression for immersive interactive avatar based digital art.

Watch the
minima by WizardOz Chrome at YouTube **before you login and enter AMERIKA.**

WE ARE GOING TO AME

This call, “We are going to Amerika,” was to some brave men and women who followed and began to get settled in Amerika, in fact several hundred years. Now again the call WE ARE GOING TO AMERICA is a new world and to send their vision of an Afterlife to the masses, we call them users. Much has been said AFTERLIFE IS REAL and there is a portal to it. This message comes from the Second Afterlife Dimension ready for the Quantum, but not many see that we can leave duality behind. They say that time is

code of Zero and One. By doing so they miss the “ **T** ” which is the stage in-between.

We need to let artists step forward to show the way, to seed the corn, to plan the fruits, to set the table. Is there any help from the past? Is there a timeless guide? Is there one of the elders showing us the way to the Saqqara necropolis. It took about two years to decipher his message. Wahtye was a High Priest, one of the 42 judges who were deciding whom they would allow to enter the Afterlife. Wahtye was a bridge between the Gods with the Pharaoh and the Pharaoh to the common people. He was a traveler between different worlds.

“Wahtye, Purified Priest to the King, Overseer of the Divine Estate, overseer of the Sacred

RIKA.

came early residents in a new world. Many followed these pioneers. It took them some time to
ERIKA is made and is being heard. In total 16 pioneers have been selected to step forward into
has been written about the project and new messages arrive daily from the Afterlife. THE
ev Conference. The portal goes by the same words: WE ARE GOING TO AMERIKA. The world is
is not right for ternary logic where three states of existence are coded and instead stick to a

a Golden nugget, to step forward into the unknown.

us the way? There is. In the year 2018 the tomb of **Wahtye** was excavated in
priest, living 4,400 years ago at the time when Pharaoh Neferirkare Kakai ruled. Wahtye tricked
knew about the three states of life. You may see him as a Man-in-the-middle who connects the
erent realities. The inscription on the wall of his tomb states:

ed Boat, Revered with the great God, Wahtye."

YES, WE ARE GOING TO **AMERIKA**.

What does hard science say about the signs coming

I give word to Prof. Brusentsov who published in 1

“The third value (Aristotle named it snmbebh

will become obvious and directly manipulated

Ternary logic has better accordance with nature

Prof. Nikolay Brusentsov died in 2014 at the age of 89. He was lucky to learn that **NASA**

Brusentsov knows of what he is speaking about. He developed SETUN the only three-state

stopped in the early 70s. They ran on BAL3, a language that deals natively with three sta

Enjoy exploring the most engaging art event in immersive interactive worlds ever create

in Germany. Follow their visions into the Afterlife.

g from the past?

1994 in the *Origins of Informatics* some sad words about the lost past:

koV – attendant) what is very actual but hidden in binary logic,

re and informal human thinking.”

began operating in their Quantum Artificial Intelligence Laboratory (QuAIL) a machine that follows Aristotle. Prof.

the machine that left an experimental stage behind. About 50 SETUN computers were sold before the production was

ges 0, 1 and T. **AMERIKA ART** deals with Life, the Afterlife and the passage in-between the two.

d. Meet all the artists in virtual reality as an avatar. Meet some of them in actual reality when visiting Amerika, a village

Mostly Harmless

“Ternary logic has better

Prof. Nikolay Brusentsov

I thank the organizers of **AMERIKA ART** for inviting me to speak to you about time travel, about things that made ready to travel with me through space and time. Even to reach out to you is difficult. I am programmed to use ternary logic, but if I keep the “T” off and use only “0” and “1” you would gain nothing, so I take words from the archives and use the best of your mind to understand the cryptic words I use despite the fact that the Hitchhiker’s Guide to the Galaxy is the guide, over 15 years to study mankind before he came to the conclusion that Earth shall get a more precise

I am originally from Betelgeuse, visiting Earth when the impact happened; so falsely I became famous by a glitch. My maker, Sean O’Connell, describes me in the German Magazine, *c’t*, by the words “der größte Künstler aller Zeiten” find the shortcut “the greatest artist of all times.” This edit is not a surprise, because Earth, as we all know, was paved. By this date, I am naturally not only the last artist of the 21st century but also the last painter whose art that emanate when you approach them. What would be the next step in the upcoming 22nd century stays hypothetical. Sozyo,” as predicted by James K. Morrow. He describes Sozyo in the Godhead Trilogy by the words:

“Sozyo made 4-D equipment. The image had height, width, depth and a fourth D that eluded precise

You could seemingly walk up to it, savor its fragrance, finger its texture, rub a few eons’ grime off its

Since I became a passenger on the Vogon constructor ship under Commander Prostetnic Vogon Jeltz, I seek in the Tillo-Tallo.

for accordance with nature and human informal thinking.”

about digital computing.

connect prims, sculpts and mesh and other coded structures leading to an Afterlife. Sadly, you are not in **BAL3**, a tristate logic, and you are binary coded. I need to emulate your brain. This sounds simple but place them in order so you may connect the past, the now and the future. I trust you will use the very galaxy describes your world with a single word, the word *Harmless*. It took Ford Prefect, a contributor to the description, so the revised guide, known as the Sand Bible, states now “Mostly Harmless.”

I am listed as an Earth-made artist and the guide puts the future of art on Earth in my hands. I became *vermeintlich größte Künstler des 21. Jahrhunderts.*” His words made it into the Sand Bible. There you was destroyed by the Vogons on **February 18, 2097** when the bypass for the Hypergrid Highway with significance. My works are described by Sean O’Connell as multidimensional holographic paintings ethetical. Earth is no longer. Humans are recoded in Bainbridge Digital. A Meshian would say, “it will be

definition. It was called Presence. Somehow, you felt that the subject was there in the room with you. contours.”

all worlds to find artists who create Presence. That is my mission.



She asked without looking into my eyes, “What do you see?”
I swallowed. The pieces in this room were all by Tillo-Tallo, *the greatest artist of all time*.

His work is like many other contemporary art that are **multidimensional holographic paintings.**

From Sarina by Sean O’Connell, published in c’t 2013, no. 15,
used by permission.



+



=



PLAN 9 from Bell Labs.
Sketch by Renée French

Egon Tschirch, 1923
Song of Songs, No. 5

AI deep.algorithmicpainter



The **TT Award** is in a state of transition and is developing into a new category that will be brought forward at the **INTERBIENNALE 2023.**

Art Blue is organizing workshops where AI software can be used to generate digital paintings out of sketches, paintings, drawings, photos or screenshots.

The **TT Award** comes with a holographic painting of Art Linden’s hair, aquired from the current exhibition of Tillo-Tallo.

TT - Award

Paintings in Immersive worlds.

Are immersive worlds suited to present paintings? Many galleries go online, they show what they present in their showrooms and exhibitions or what they have in their store on the web. Often the presentation looks like a shop, sometimes it looks a bit different has a camera trip or offers other gadgets like a zoom function. Amerika Art goes beyond. The flat world is left behind. **You feel Presence, you feel depth, real depth.** You approach with your avatar and the pictures change on demand, they move, they bring the magic to you. You wear a software tag, like a sticker, a button in real life. This tag carries the names of the artists their work you want to see during your visit. This way the frames show what you are interested in seeing. Art on Demand is not limited on pictures. The whole room can change, the outlet of the gallery can change.

In 2009 David Cassar, Sarah Meli, Ramona Debono, Kristina Ciantar and Deandra Agius, at this time students of 'the Art Programme, Department of Arts and Languages in Education, Faculty of Education, University of Malta' presented digital artworks in Second Life and in parallel in an Real Life exhibition at St James Cavalier, Malta. By using RFID chips the change could be established also in the exhibition. The content on the flatscreens changed depending on the chip a visitor of the exhibition asked for at the counter of the museum. This way the work of a class of students could be shown only a few screens. In the meantime these students have become teachers of art. It was a start and now over ten years later artists of all kind head to new frontiers. Amerika Art brings actual reality to paintings that are presented in digital ways, in immersive worlds.

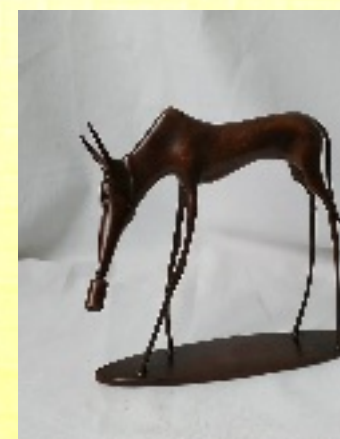
Greetings from Santorini – GREETINGS TO THE VIRTUAL WORLD

“GREETINGS TO THE VIRTUAL WORLD,” a word by Reiner Schneeberger, the curator of the section for immersive art at the 2016 edition of SANTORINI BIENNALE is fitting so well in times of Covid where so many art activities in the REAL WORLD came to a standstill.

IMMERSIVIA was born and “GREETINGS TO THE VIRTUAL WORLD” became timeless. I met Reiner, who became the curator for art made in virtual worlds at SANTORINI BIENNALE, in 2012. He came from the island Paros, where he was invited by IPAC, The Paros International Art Circle, to present immersive art. I read in Paronaxia arts about this event that, “At the Franca Scala Restaurant in Paroikia 12 people witnessed an avatar walking in a 3-dimensional art world steered by nothing else than the human brain and body.” Reiner used Kinect, a sensor system by Microsoft. Now I will meet this guy and thus two years later a section we call IMMERSIVIA shall be born. **GREETINGS TO THE VIRTUAL WORLD OF AMERIKA FROM SANTORINI.**

tillotallo.com

Kyriakos Papadopoulos, founder of SANTORINI BIENNALE



Gregory Frangos [left] and head-curator
Kyriakos Papadopoulos

Long-Legged Maskitt

The **Maskitt Award** is given for an outstanding work of IMMERSIONSKUNST. The Canadian artist Bryn Oh created the Long-Legged Maskitt, a fine art bronze statue for **SANTORINI BIENNALE** IMMERSIVIA.

Bryn Oh about the Long-Legged Maskitt:

“Essentially, the idea is that at our stage in development, we seem to be able to do amazing technological and genetic things but in some ways, we release these technologies faster than we control them.

The Long-Legged Maskitt is a genetically manipulated creature which stands a few stories tall and walks the polluted environments of the world where my narratives take place. They filter and feed on the polluted air through its gas mask mouth. Walking industrial cities and clean-up sites while slowly purifying.”

Due to the Covid situation the MASKITT AWARD 2022 is given at **AMERIKA ART** by public online vote. Voting ends on February 18, 2022, 1 PM PDT.

Prof.

MASKITT AWARD is

TSNKO

THE STILL NOT KNOWN ONE

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WINNER OF THE LONG-LEGGED MASKITT AWARD ... CONTINUED

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Thomas Eulenberger, Mayor of the town Penig from April 1993 until retirement.



WELCOME TO **AMERIKA** -- with these

The place **Amerika** was first mentioned in 1836 is where a wool spinning mill was located on a barge. This made the working people feel as if they were on a daily work journey to the mill. In the beginning, the water power of the Zwickauer Mulde (hollow of Zwickau) was used.

Since 1994, Amerika belongs to the city of Penig, the city in the middle of Saxony, of which the transition to a new living environment, it is also important in art and culture not only for the city and gain its own merit. Via the Internet, it connects worlds, spaces and people, creates

"We are going to Amerika," was the motto for over 150 years. The turnaround came the great change. At the beginning of the 1990s, the wool spinning mills of the industrial settlement were demolished. The main employer of Amerika disappeared and people reinvented themselves. Changes have to be mastered, a process that will not stop even after

The biggest part of the city of Penig already has fast internet and the full coverage for mobile phones already as natural as driving a car. However, virtualization is only just beginning. Good things go beyond my personal experience but it doesn't have to stay that way. The "America Art"

I wish the artists from all over the world good luck, joy and creative work. **"We are going to Amerika"** people and visitors of "Amerika Art" to also visit Penig, the beautiful city on the Zwickauer Mulde, located in the heart of Saxony.

Penig, September 2020

Yours, Thomas Eulenberger

the words I welcome the artists and visitors of "Amerika Art"!

as put into operation. The wool spinning mill could only be reached from Penig at that time by crossing the hollow with a real America. When the hollow valley railroad line began operating, the name Amerika was also found in the timetables. ed mechanically in the factory, later electricity was generated by the conversion of the water power.

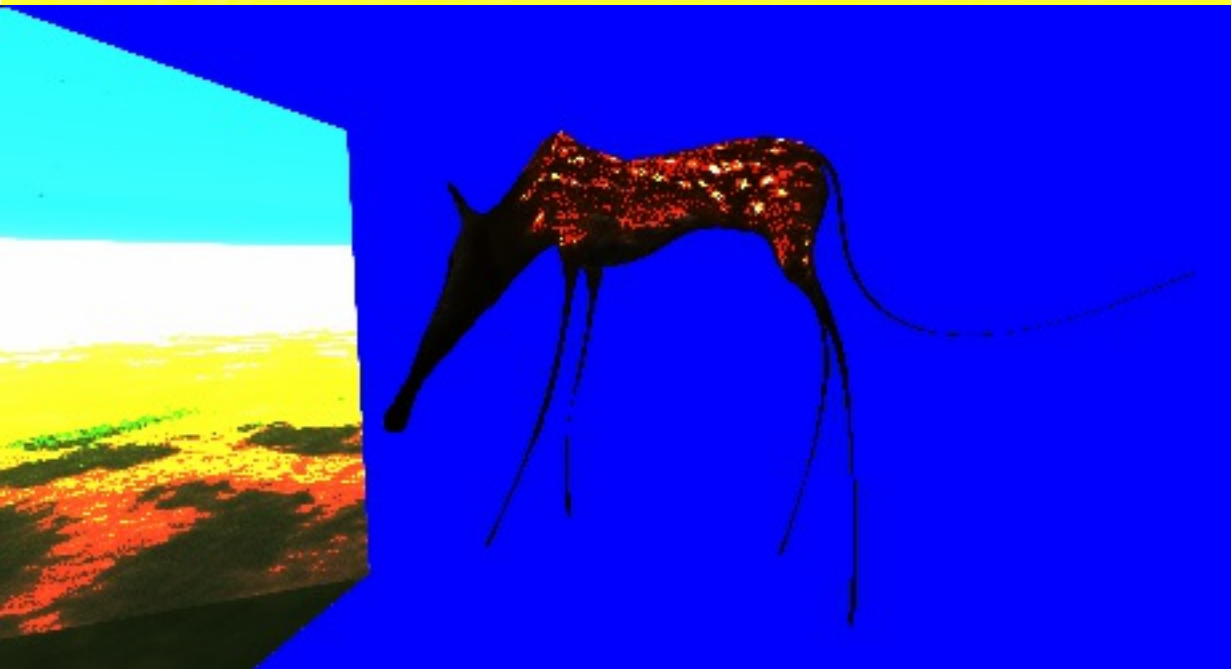
which I have been Mayor from 1993 until now. I will retire November 2020. Just as it is important for me to master the to accept the challenges of the time, but to actively and creatively shape them. This is what makes "Amerika Art" unique s bridges, and does so in keeping with the spirit of America.

years, even after a bridge had long since been built over the hollow. With the mill, a part of the Altenburger Wollspinnerei (wool spinning mill of Altenburg), was shut down, and some of the buildings are. A new era began. Now it is more than 25 years later and again the economy including art and culture have to after the end of the Corona crisis.

all is in progress. For many people working in a home office, video conferencing, using smartphones and tablets is gle Maps or the self-driving car may suffice as a keyword. I am not an art expert and what immersion art is happens to be ', I was told, also has a mediating, educational function. Perhaps, we'll even see each other at one of the presentations?

going to Amerika," reads differently today, but it doesn't sound old. I invite artists, creative Saxony.

THE CONTRIBUTOR AFTERLIFE AND 'THE



ART EAMES, GERMANY - XXXX XXXX

BRYN OH, CANADA - XXXX XXXX

GEM PREIZ, FRANCE - XXXX XXXX

GLYPH GRAVES, AUSTRALIA - XXXX XXXX

ILYRA CHARDIN, USA - XXXX XXXX

JAELE FAERYE, FRANCE - XXXX XXXX

KERUPA FLOW, JAPAN - XXXX XXXX

KISMA REIDLING, USA - THE TEMPLE

KUNST BLUE, NSK - BACK TO THE SA

DRAFT-06.2

ORS TO THE THE AWARD WINNERS

MOLLY BLOOM, USA - MY WORLD [RETROSPECTIVE]

RAGE DARKSTONE, CANADA -

SH TUTTI, IRELAND - THE TAROT SPIRAL

TERRA MERHYEM, FRANCE -

THOTH JANTZEN, USA & JO ELLESMERE, USA - GOD 9000

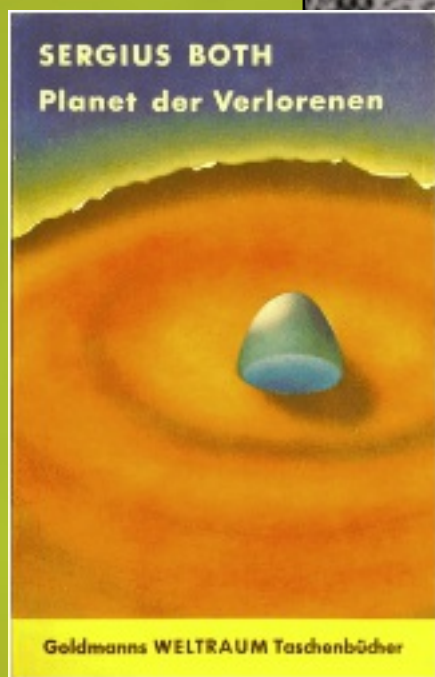
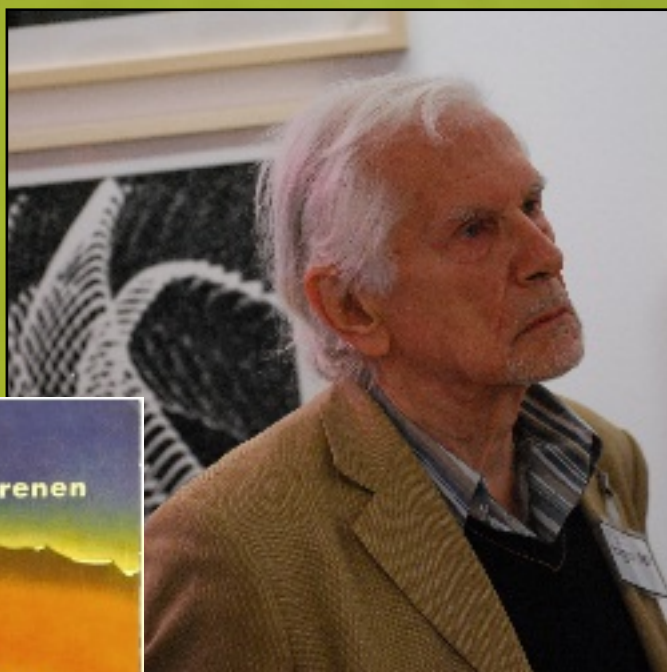
UAN CERIAPTRIX, MEXICO -

VENUS ADORED, NETHERLANDS - ETERNITY

ZACK HERRMANN, FRANCE -

WIZARDOZ CROME, ITALY - AMERIKA 2022 MACHINIMA

CHERRY MANGA, FRANCE: INSANITY [LAND]



Herbert W. Franke, pen- and avatar name: Sergius Both

The SERGIUS BOTH Award is curated by **PROGRAMMED ART Society** [former Gesellschaft für Computergraphik und Computerkunst e.V.] Munich with financial support by STIFTUNG KUNSTINFORMATIK.

Prof. Herbert W. Franke is Head of the supervising board since 1979. Hans Korneder was elected as Vice President in 2020.

THE WINNER 2022

XXXX XXXX XXXX XXXX

THE SERGIUS BOTH

Herbert W. Franke, born 1927, is one of the pioneers of digital art. He created the first digital artwork, which he named MONDRIAN. In a keyboard-controlled drawing program, he created a drawing on the monitor, which was at this time a simplified version of the original. The drawing was driven by interactions of avatars with the drawing. This form of art is called digital art.

Herbert W. Franke wrote his first novel in 1963. It took him some years to finish it. He lived in several countries. For almost 40 years he was a professor. He was co-lecturer, Reiner Schneeberger, the first digital artist, for creating a worldartificer, an artificial world. He views and worlds to one immersive experience.

A jury by Art Eames, Art Blue, Korneder, and others, a speech to be aired at the Grand Opera. The book *Planet der Verlorenen*, printed in 1963. There will be a book along with the river Mulde where participants will be. It fits so well to Herbert W. Franke will be a book.

AWARD

of the pioneers in computer art. He created the first machine for interactive computer art in 1979, which driven interaction between the user and the machine coloured boxes of various sizes and styles appeared on a regular TV-screen. About 30 years later a re-coding of MONDRIAN happened for Windows XT. A project by Art Blue, Kon Kronfeld and Art Eames for virtual worlds to demonstrate the concept of programmed art and the machine, creating this way Avatarkunst, a term first used by the media activist Dr. Gerhard Dotzler to

level *Planet der Verlorenen* [Planet of the Lost] by the name Sergius Both. He has a PhD in theoretical philosophy and his way into the arts. He finally became the most known Science Fiction author in German speaking countries and a professor of Cybernetic Aesthetics at the University of Munich. He granted his former student and then his own use of his pen- and avatar name as the name for the award. The SERGIUS BOTH Award goes for scripted and interactive art based *Weltenmaschine*. Coding and scripting is the central part in Immersionskunst, combining different media and experience.

Herbert W. Franke and Herzstein Dev will decide who the winner will be in this section. Herbert W. Franke has recorded a history of Amerika Art. The SERGIUS BOTH award comes with a first edition copy of the book *Planet der Verlorenen*. It will be also a visit to the caves in the town of Penig and the SERGIUS BOTH Walk from Penig to Amerika. Participants are invited to wear shoes sponsored by Anika Schuh. Why walking and visiting the caves of Penig is important is told during the two mile walk.

TNSKO -- THE STILL NOT KNOWN ONE

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AWARD 2022

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THE PROGRAM FOR AMERIKA, MAY 22-28, 2

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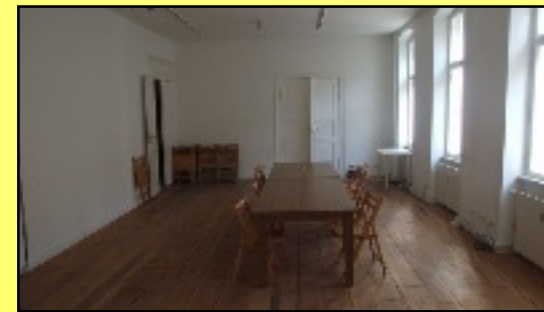
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anika schuh[®]

Sponsor of the SERGIUS BOTH
Penig Kellberberge cave walk
Amerika 2022.



amerika.world



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